Course Description

Builds on the student's skills in the techniques of animation developed in ART 203 Animation 1. Emphasizes computer-generated, high-quality animations. Teaches the advanced techniques of two- and three-dimensional computer animation. Part II of II. Lecture 2 hours. Studio instruction 2 hours. Total 4 hours per week.

General Course Purpose

Animation II covers advanced concepts of two- and three-dimensional animation. Through hands-on experience the student will develop awareness and appreciation of well-designed animated productions, and give the student historical and current perspectives. This course will build on the studies completed in Animation I. Intermediate skills and techniques are applied to create more advanced animation projects using both traditional and computer generated techniques using current technology and software.

Course Prerequisites/Co-requisites

Prerequisites are ART 121 Drawing I, ART 203 Animation I. Pre or Co-requisite is ART 207 3D Model Rendering.

Course Objectives

Upon successful completion of this course, students will be able to:

- Understand and use the advanced vocabulary associated with animation
- Create a 3D animation
- Apply advanced techniques to create 2D and 3D animated productions using current animation software
- Design a high quality computer animation suitable for a portfolio

Major Topics to be Included

- Basic 3D techniques
- Key frame and interpolation techniques
- Hierarchical character animation
- Time curves
- Motion paths
- Light animation
- Advanced rendering techniques
- Boning techniques
- Camera animation